

WORLD WAR III



WORLD WAR III

A game of NUCLEAR WARFARE and DIPLOMACY

Published by:

crystal computer

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★ ★ ★ TASK FORCE ★ ★ ★

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And our thanks to all those unnamed without whose help and loyal support the following game could never have been completed.

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INTRODUCTION

World War III, a two player game, is actually three games in one: The first being the "Struggle for Power," the second "Alliances and Treaties," and the third and final scenario, the "Final Conflict."

In WW III we have divided the world into 24 basic geographical regions. During the course of the game these regions will be dealt with as if they were single countries (independent political units). At the start, both generals will establish conquered regions and strive to destroy the enemy's resources and capture enemy cities.

Your main task force will have an inventory of supplies. Certain items, such as water, ropes, and planks, will be helpful in appropriate areas. Different terrains have unique perils and pitfalls. Carrying the proper equipment will save time, lives and energy.

At the onset, each side begins with a certain amount of currency, a small army and subnuclear weapons. Each has a limited amount of tanks, aircraft, combat support units, etc. Additional and replacement military equipment is manufactured by the factories in each country's respective cities.

In addition to being commander-in-chief of each nation's armed forces, each player is also responsible for the economic well being of over 67 million people. They use food, fuel, and must be relied upon to supply the bulk of one's army. Poor government results in unhappy peasants and raids from terrorist groups. A disillusioned public results in poor production and runaway inflation.

Your main source of revenue is oil and taxes. Each year your refineries produce more than 100,000 barrels apiece if they are in working order and are fully supplied from your oil wells.

Your currency is derived from the sale of oil to other countries, this, in turn, allows you to buy food, weapons, and invest in other nations. Actually playing the game will demonstrate how these factors relate to each other.

By the use of limited arms and treaties, the world may be conquered. Flagrant use of nuclear power may pollute the atmosphere and destroy all life on planet earth.

SCENARIO

Each of you have been chosen as commander-in chief of your respective countries: Iraq and Iran — two countries on the verge of war.

Your government has hired you as a soldier of fortune to command its armed forces and to bring unity and order to the civil unrest existing in its cities. Your country's past leadership has been questioned by the peasants; it will require your cool, analytical approach to make your small country stand shoulder-to-shoulder with the super power nations of the world.

You have learned from a trusted spy that your neighboring country has similar plans and has even begun to bring its military forces together in its capital city intending to attack your refineries within a matter of days. Your response has been to amass your own forces in your capital city and to lash out and defeat your enemy at dawn's first light.

As the grayness of dawn breaks, you begin to wonder if you have made the right decision. Will this be a short field contact or escalate into a full scale war? Will your allies support your actions? Will they honor their defense agreements? Will your enemy use the nuclear strength of its allies?

This ultimate confrontation must be avoided at all cost. Yet . . . the oil fields must be protected

GETTING STARTED

Playing World War III requires an Apple II or II plus computer with 48K Applesoft ROM and one disk drive. To start the game merely insert the accompanying diskette in the disk drive and boot-it (refer to your DOS manual).

World War III is a two player game that may run from 6-8 hours and is disk active from time to time, therefore, leave your diskette in the drive during your entire war game episode.

GEOGRAPHY "STRUGGLE FOR POWER"

(First Scenario)

IRAN: Main land regions are mountains, deserts, the Caspian seacost, and the Khuzistan Plain. The central mountains cover almost one quarter of Iran, while the Elberg Range stretches across its northern border. Its two deserts to the east and southeast, the Dasht-i-lut and Dasht-i-kaur are deserted and lifeless. The Caspian seacoast is a narrow strip of fertile land, while the Khuzistan Plain in the south is Iran's richest oil region.

IRAQ: Has four land areas: the Upper Plain, the Lower Plain, mountains, and the desert. The Upper Plain is rolling grassland. Extending to the Persian Gulf, the Lower Plain is a fertile delta. Most of the people of Iraq live here. To the south are several swamps and marshy lakes. The north-eastern mountains are the Zagros Range and rise to 11,000 feet. To the west are the sands of the Syrian Desert.

STRUGGLE FOR POWER

(The First Phase)

Play begins on the Middle East Map. Each country has a finite number of military units to begin the game. As the game progresses, new and replacement units are being manufactured by each country's military complex and will be delivered to the capital cities for embarkation. At various intervals you will be given the opportunity to see a special status production report showing the items ready for delivery to the capital city for immediate use. The use may take the form of current military use or be saved for later distribution. Destruction of one's oil refineries and oil wells by military force will effectively paralyze one's production . . . at least temporarily. Opponents do not begin with nuclear weapons. Through alliances (during the "Alliance and Treaty" phase of the game) and shrewd bargaining, one may be able to procure a few nuclear LAW's (Land Antitank Weapon). With only a few LAW's, a city or oil center may be totally destroyed. The use of nuclear weapons may result in some unexpected actions by allies. Also neutral nations may become paranoid and side with your opponent if you take advantage of your nuclear capabilities. More sophisticated ICBM's, Nuclear Submarines and Antimissiles will be available in the "Final Conflict" (final game scenario).

BASIC COMMANDS

(How to play the game)

One of the most exciting factors in a real battle is the element of surprise. We at Crystal have tried to advance a new concept in military gaming — THE MULTIPLE MOVE. We thought that it would be rather dull if each player simply moved in turn, so once the battle portion has begun, each player will be able to input three sequential moves. After the space bar is pushed, the battle will begin in real time action, complete with sound effects.

This means, for instance, one player may move his army, attack with jets, and retreat all in one move. Maybe the opponent might use all three moves for an advance, a strike, and then a retreat. Properly utilized, this can provide some entertaining, as well as strategically clever moves.

We tried to keep the basic movement sequence as simple as possible and yet provide the random amount of variation.

Military Forces:

- A — Air Squadron
- C — Combat Support
- D — Demolition Corps
- I — Infantry Battalion
- M — Missiles
- N — Nuclear Weapons
- S — Special Forces
- T — Tank Division

Iraq



Iran



mines: ● ●

Types of Movements:

- E — Embark (must be used to initially launch ALL forces)
- A — Attack
- B — Bomb
- D — Drop Mines
- F — Fly
- L — Launch
- M — Move

Special Commands:

Type "S" and Return to see military status before any move.
Type "F" and then Return; then input unit type and unit number.

For example: F, Return, A1

(will show present position of Air Squadron #1 by flashing its marker position.)

Basic Terrain:

- Mountains — Slow movement; many perils.
- Grassland — Fast movement; no perils.
- Marsh — Quicksand, bogs, etc.
- Desert — Fast movement, but no water or food.

Other Landmarks:

Capital City 

Town 

Oil Center 

Water 

Border 

Movements of Markers:

First off, all types of movement do not apply to all markers. Inputting an invalid move will not appear until battle execution. This will result in that portion of the sequence being ignored. To move or animate a marker, type in the correctly coded move syntax. This consists of 7 fields.

Examples:

A1—F—S6 — Air Squadron #1, Fly, South 6 Units

M1—L—N2 — Missile Group #1, Launch, North 2 Units

I2—E—E1 — Infantry Battalion #2, Embark, East 1 Unit

<u>A1</u>	—	F	—	<u>S6</u>
Air Squad #1	↑	Fly	↑	South 6 Units
	Dash		Dash	

The first pair is the marker code and its number. This marker is an Air Squadron. It is quite possible you may have up to 9 Tank Divisions or 9 Infantry Battalions, for example. Therefore, the second bit is the marker number (*example*: T2 would mean Tank Battalion number 2). The next bit must be a dash (—). It is a delimiter. The next bit "F" in the example is the mode of action (in this example it means "Fly"). The next bit is a dash (—), a delimiter, and finally the last pair is direction "S" (south); "6" (6 spaces). So this example: A1—F—S6, means, Air Squadron #1 fly south 6 units.

Each turn consists of inputting three moves. After both players have input their three moves each, all actions will be executed and the results will be displayed.

Play will continue until one side prevails; the armies on one are destroyed and the capital is taken. When this happens, the loser will be offered a superpower alliance and for "status" report, you will then move to the Second Phase of the game: "Alliances and Treaties."

COMBAT SUPPORT

Troops, Tank Units, and Air Squadrons may renew their supplies at combat support markers. Troops may get food and reinforcements from towns. Air Squadrons and Tank Units must either carry parts or get repairs at the Capital City. At the beginning of the move you may check the status of your armies by pressing "S".

ALLIANCES AND TREATIES

(The Second Phase)

This phase of the game is concerned with careful negotiation and treaty development. The object is to try and align as many countries as possible with your cause and to support your military efforts in the "Final Conflict." Each general will take turns negotiating with the represented 24 world leaders.

TREATY COUNTRIES READY FOR NEGOTIATION

- | | |
|--------------------|------------------|
| 1) Canada | 13) Egypt |
| 2) USA | 14) South Africa |
| 3) Mexico | 15) Israel |
| 4) Central America | 16) Middle East |
| 5) Brazil | 17) USSR |
| 6) Argentina | 18) China |
| 7) Peru | 19) Korea |
| 8) Great Britain | 20) Japan |
| 9) Western Europe | 21) Indonesia |
| 10) Eastern Europe | 22) Australia |
| 11) Scandinavia | 23) Malaysia |
| 12) West Africa | 24) India |

IMPORTANT: There is a limited amount of time for negotiations.

Strategy: Seaport countries are able to provide supplies for your carriers and submarines.

ALLIES

An alliance means an agreement has been reached to provide some commodity of a certain value in exchange for something of an equal or greater value belonging to that ally. For instance, France may supply 100 Mirage aircraft in exchange for 100 barrels of oil. These exchanges, once agreed upon, will not occur all at once, but rather over a period of time. When the quota promised is filled, you are given the option of renewing the alliance or remaining neutral. Formation of a treaty provides you with a market for what your nation produces as well as a source for items you cannot manufacture.

NEUTRAL COUNTRIES

Nations which are not aligned to either side are always open for trade and negotiation throughout the game. You may not trade with countries who are aligned to the other side unless it is by their initiative. Neutral countries may supply both generals with missiles, mercenaries, or other commodities. At the end of the game there will be no neutral countries — all territories will be either in sympathy with or occupied by one of the generals. **THIS IS THE VICTORY!**

ENEMIES

Weaponry at times is not half as important as diplomacy. Refusal to honor a promise whether avoidable or not can result in dire consequences. The world's rulers are often easily offended. On the rebound they may turn and offer the same commodity to the "other side" dirt cheap for spite. If your enemies are on your border they may raid your towns,

infiltrate your government, or finance a rebel group to overthrow you. Be sure of your resources before you form alliances. Don't make promises you can't keep — unless you want your opponent to get an early victory.

BALANCE OF POWER

Initially, both generals have basically equal resources and military capabilities. With the first treaty, the scales begin to tip. An alliance not only makes certain commodities available to one side, it makes them unavailable to the other. If one's nation has the production capabilities to make treaties with most of the world, one can basically place a stronghold on his opponent.

Each nation has a triad of consistent imports and exports. At times treaties may be violated to use one's resources to make a special deal. In certain special circumstances, this may be the wisest move; in others it may prove disastrous.

COMMODITIES

Some of the items which are available are tanks, jets, fuel, food, and troops. The prices for these do not remain consistent except when a treaty has been made. Often certain items cannot be purchased and are only available in exchange for one special commodity. Therefore one should learn early in the game that certain goods may be worth far more than gold and that at times currency may be worthless.

ADVANCED COMMANDS

(Used for the Final Conflict):

In the last game (the Final Conflict) the move sequence changes somewhat. You may move Carriers, Submarines, and Air Squadrons. Carriers may be used to attack other carriers & submarines by the use of direct firepower. Carriers may attack cities with their air squadrons. All air squadrons carry non-nuclear bombs. Submarines carry nuclear missiles which may be launched against ANY targets.

MILITARY FORCES

- C — Carrier
- S — Submarine
- A — Air Squadron



IRAN



IRAQ

TYPES OF MOVEMENTS

- | | |
|------------|------------|
| A — Attack | M — Move |
| B — Bomb | L — Launch |

TERRITORY OCCUPATION SYMBOLS

- Iran — "0"
- Iraq — "÷"
- Neutral Countries — "N"

All countries of the world in this final game will have one of the three territory symbols.

As before, each player programs 3 actions, using the same 7 fields:

Example:

S1—M—N9 — Submarine #1, move, North 9 Units

C2—B—E3 — Carrier #2, Bomb, East 3 Units
(This command involves the Carrier Air Squadron)

You may still check your status by using "S", at the beginning of each turn. You may check the location of a specific marker by the use of "F", then inputting the marker number (i.e.: C2 — Carrier #2) — the result will flash the location.

FINAL CONFLICT (The Last Phase)

With the world polarized, you will have to use your acquired knowledge of restrained military tactics to avoid destroying the entire world through nuclear overkill. It will be through a balanced use of strength and alliances that a winning general will emerge.

The "Final Conflict" will be staged on two screens. One screen (map) shows the Americas, the second screen the Euro-Asian Theater. The Americas screen may be called at anytime before a move is entered by pressing "S". Using "F" will flash the requested military unit and its position.

Your carriers and submarines have crews, fuel supplies, and food. To be successful you must feed your men and keep your ships fueled and armed.

With the usage of each nuclear missile the display will depict a radius of radioactive fallout. Trying to move military units through these mushroom clouds will destroy the unit by radiation poisoning. Attempting to make port in a country heavily destroyed by nuclear missiles will also destroy the military units involved, again by radiation poisoning.

Note: If the total amount of radioactivity on the earth exceeds an unstated certain limit, all life on earth will cease and both players lose.

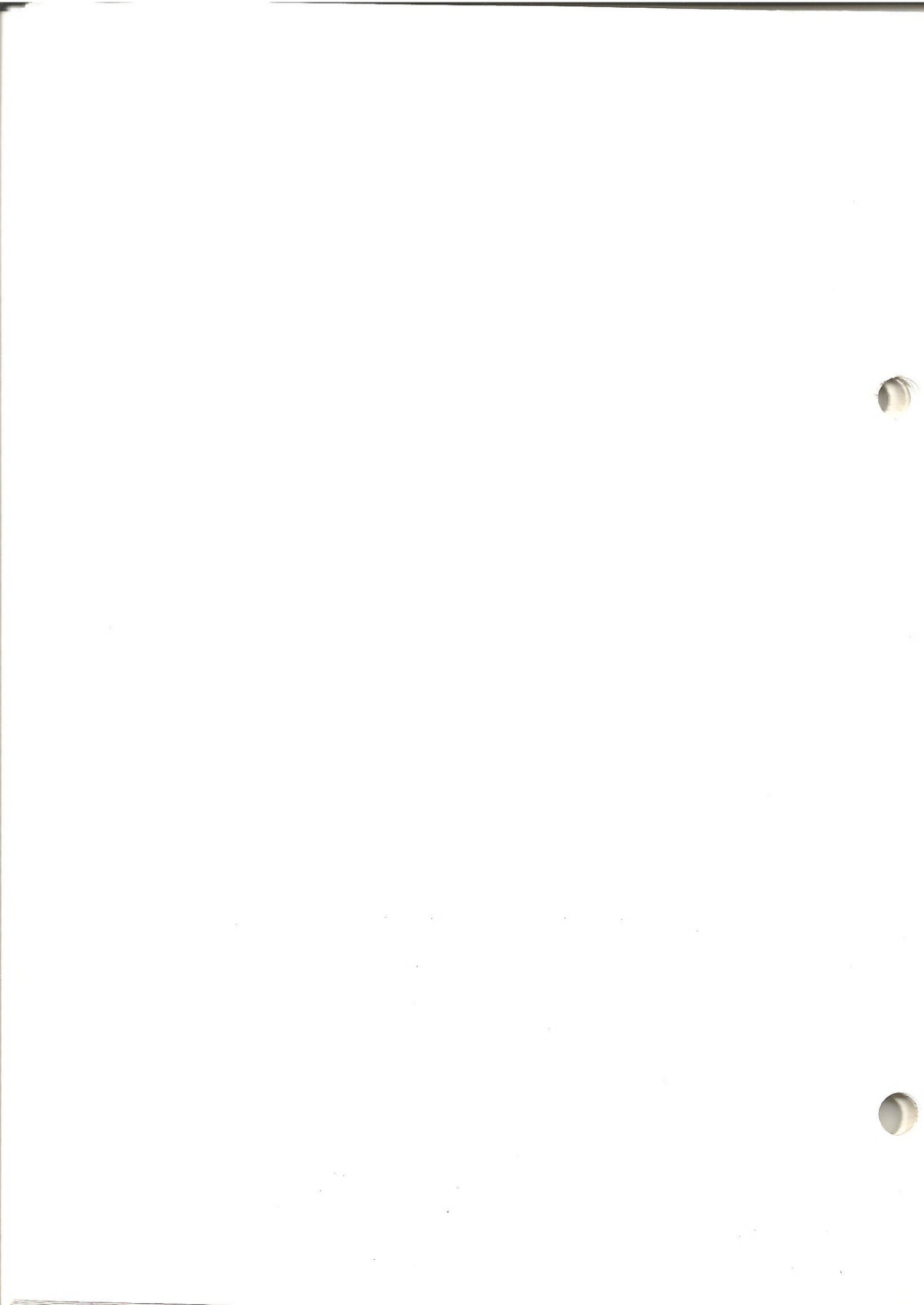
THE FINAL APOCALYPSE?

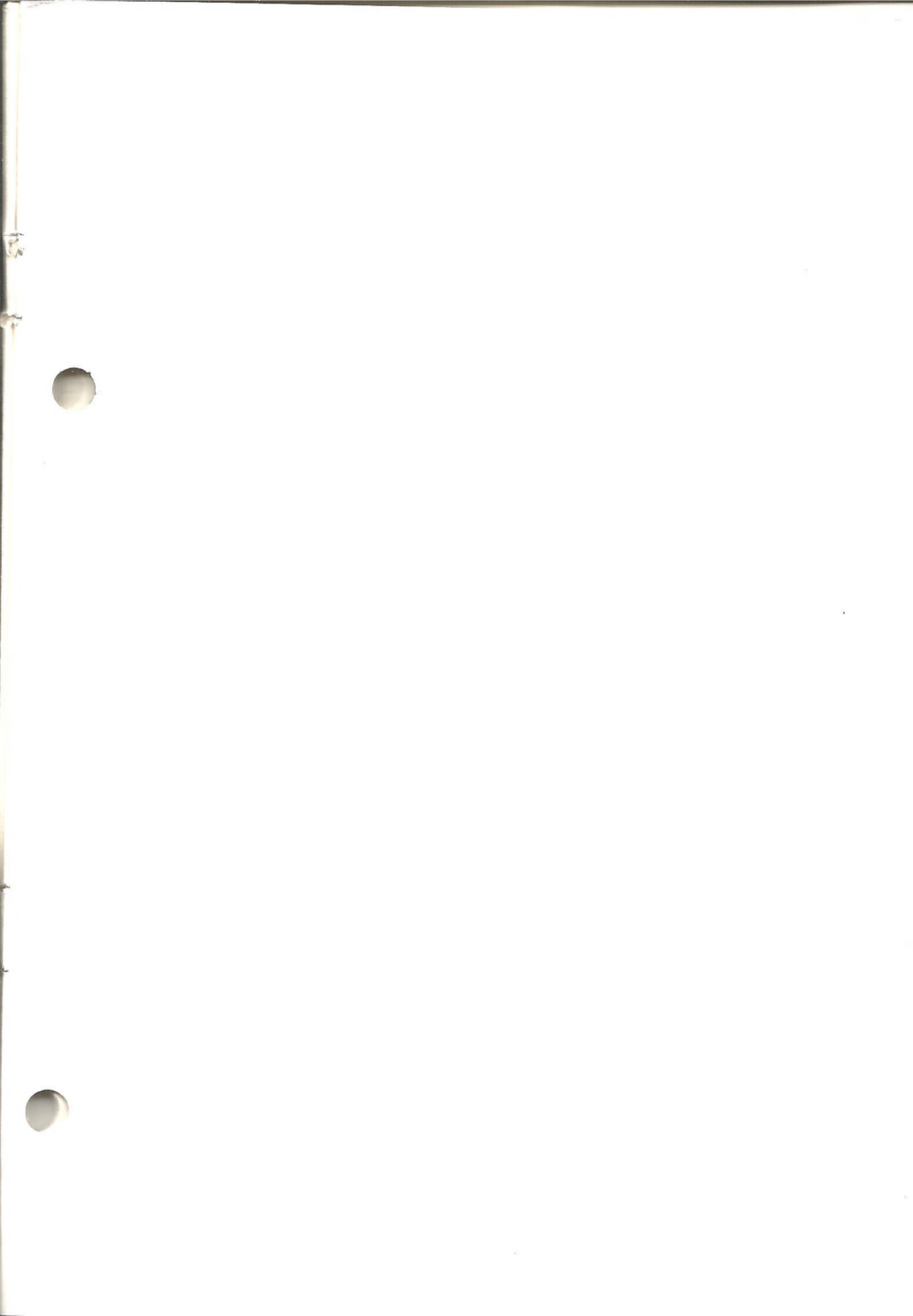
A note from the program authors:

As individuals we *do* have a say in the government. Writing to one's Congressman or to the President is not a wasted effort. The SALT Pact and other documents may help us all to avoid that final devastating war. Wouldn't our energies be better spent helping our fellow man and preparing ourselves for the dawning of a new age of enlightenment and spiritual freedom?

John Bell

Patty Bell





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